Reldni Inc. Newsletter

Paul Quinton Quest?

The Steven Miller Quest is an exciting PC game. The hero of the adventure is of course Steven Miller. However, Steven can't hog all the glory and fame. Troy Scott, the programmer of the game becomes a very important character near the end of the Steven Miller Quest. Without Troy's help, Steven may have never completed the quest!

Another character in the game is Paul Quinton. He is Steven's next door neighbour and friend. When Steven first meets up with Paul in SMQ (The Steven Miller Quest), Paul has been hypnotized and has fallen under the Aliens' control. While barely escaping the Alien space ship, Steven has no choice but to leave his buddy Paul for dead.

In castle Troyer, Steven discovers a way to bring Paul back to life. Later while Steven prepares to battle Faust, Paul Quinton sneaks aboard the alien space ship and rescues Troy Scott. Unfortunately Paul and Troy, are recaptured by the Aliens. They are brought to planet Hellville to be eaten. It is at this point in the game where it seems that the whole universe is relying on Steven!

Reldni Inc. Movie

For the past few months Reldni Inc. has been planning to make an amateur movie or video. So far nothing of interest has been produced. Everything from slapstick comedy to animation has been tried. These experiments however may eventually lead to a more serious and productive project.

Kool Kid - Take 1.

One of the selections in the new Reldni Inc. Production "The Running Away Sessions" features Paul Quinton singing in a voice that could shatter a lead pipe. The song was taken from a rock opera written by Troy Scott titled "Space Cadet Bob." The rock opera is loosely based on the Reldni Inc. audio cassette story "Optimistic Overtures and Depressing Departures from Sound".

Although other songs from the rock opera were recorded, only "Kool Kid - Take 1." sung by Paul was put on the "Running Away Sessions."

Troy Scott, gave the lyrics to Paul and began plunking away at the keyboard. Paul never having read the lyrics before in his life, made a valiant attempt at singing while Troy's keyboard playing sounded so bad it defied description. Paul sang off key. But whatever key the song was supposed to be in is an unsolved mystery. The take was awful!

Oh well; it was only take one. Steven Miller sang the lead vocal in take two. He didn't do much better. Troy's keyboard playing didn't improve. It was still a terrible song.

The big question is how could such a lousy song make it to the completed version of "The Running Away Sessions"? The world may never know.

How bad is "Kool Kid - Take 1."? To find out be sure to order your copy of "The Running Away Sessions." Reldni Inc. is not responsible for any freak accidents, sudden deaths or suicides that may be the direct results from listening to "Kool Kid - Take 1."